

Fig. 1

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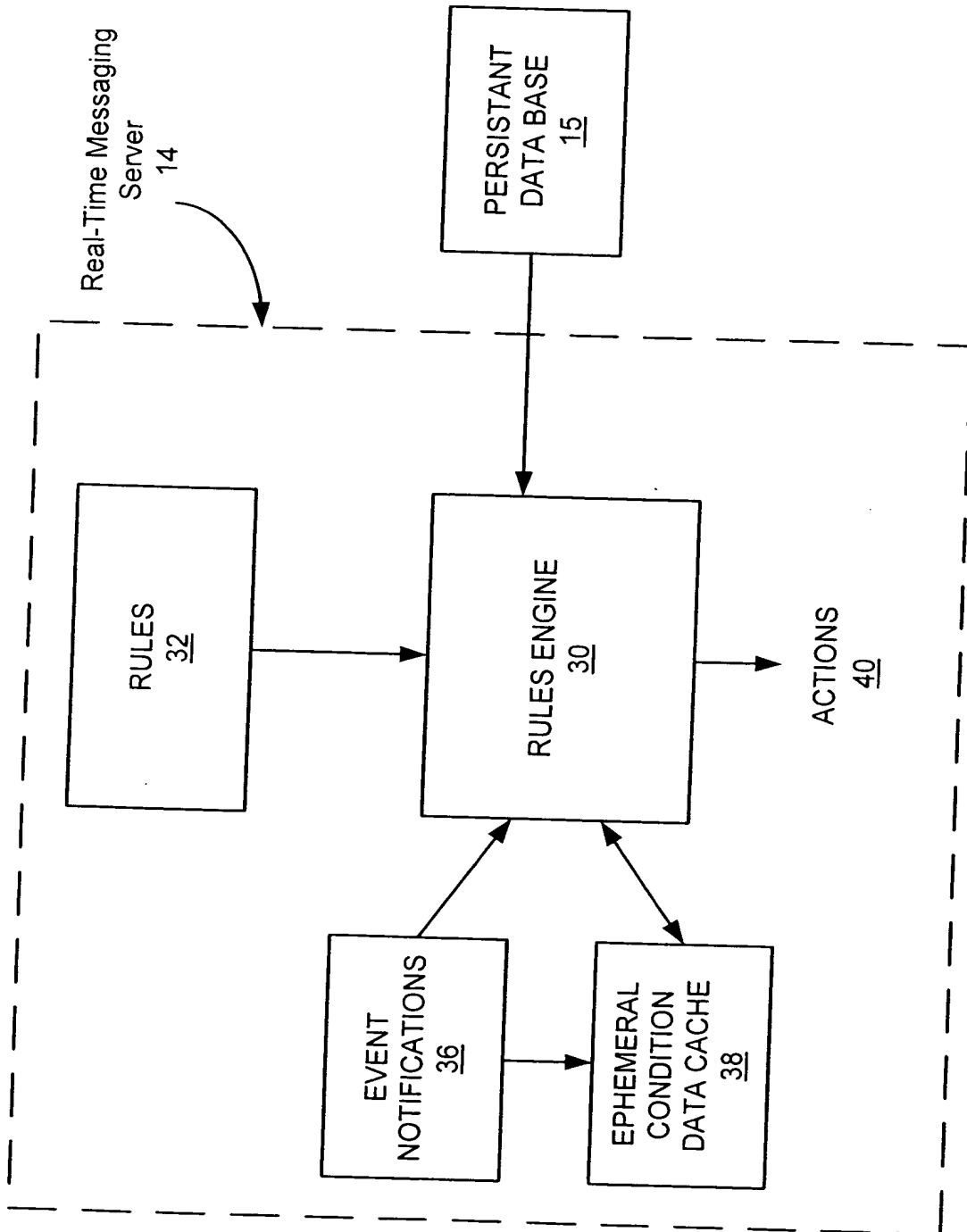


Fig. 2

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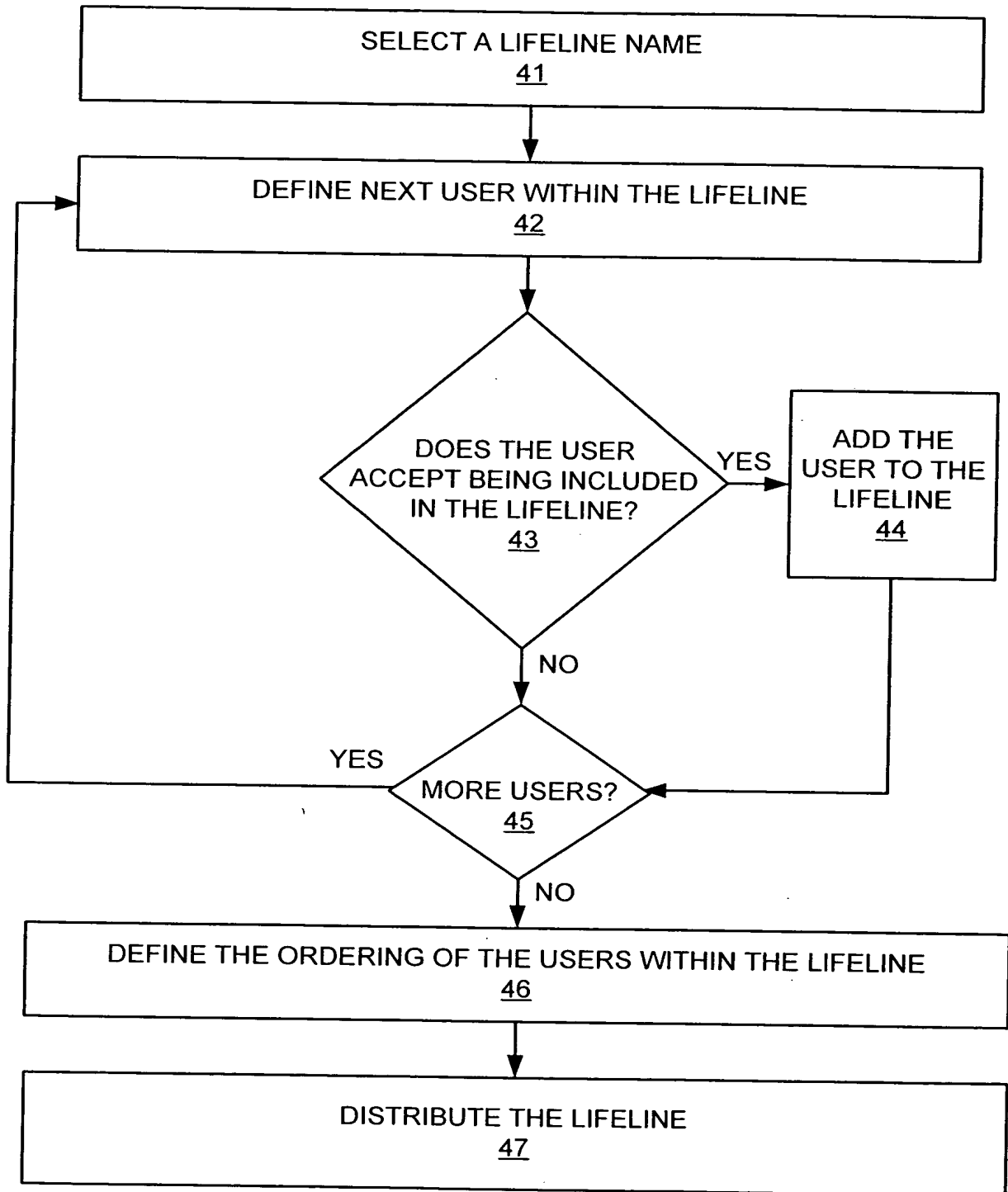


Fig. 3

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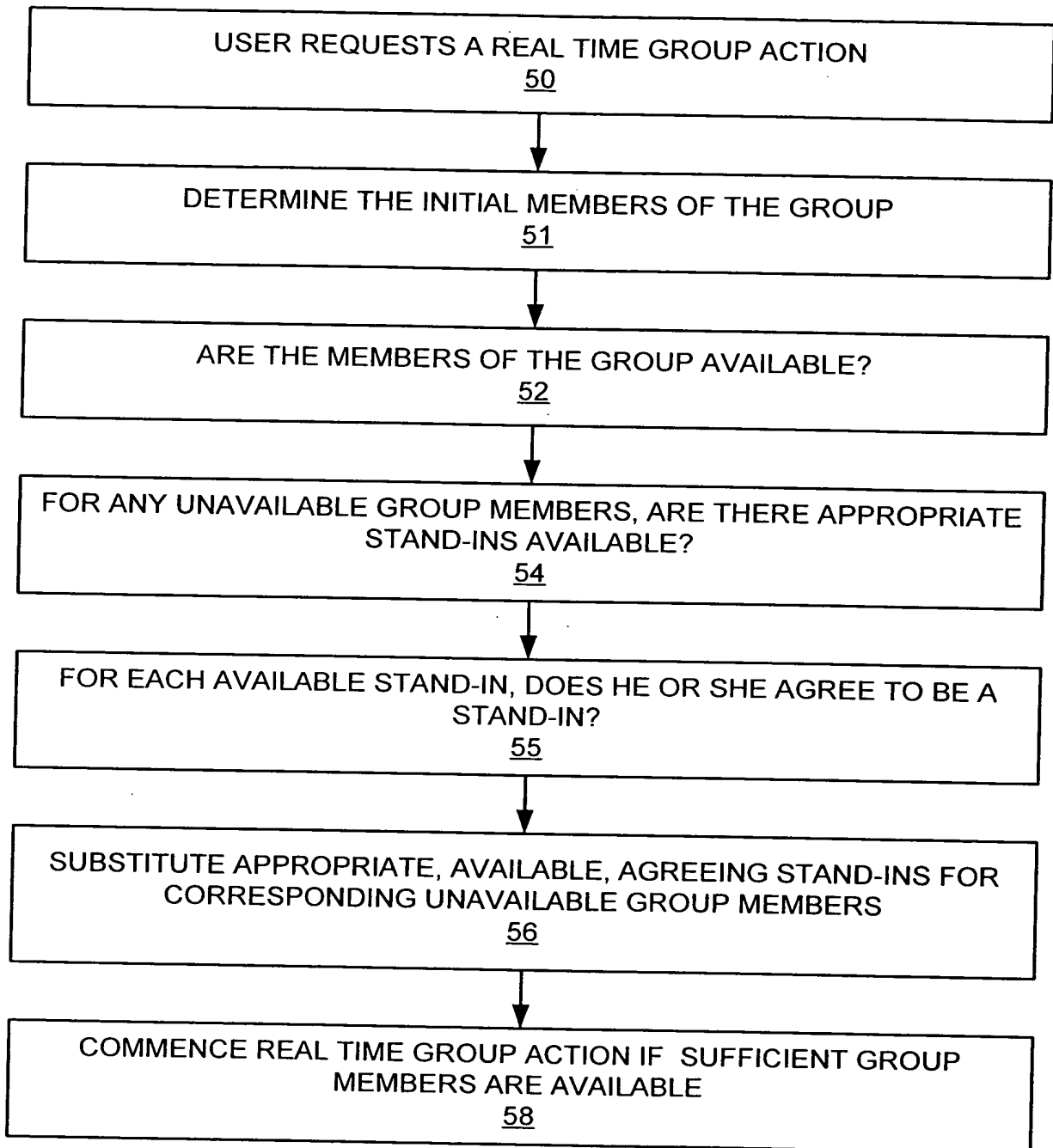


Fig. 4

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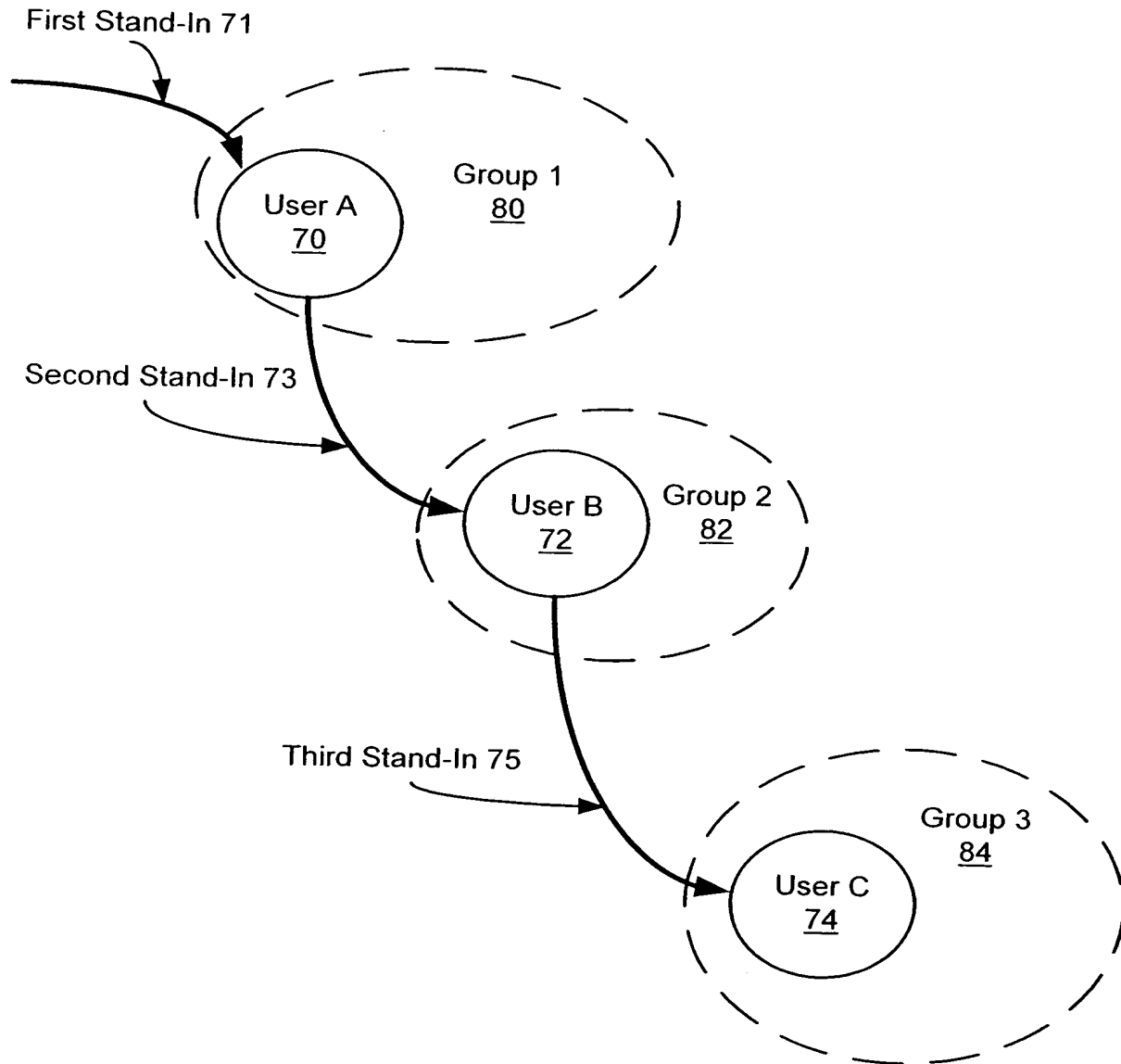


Fig. 5

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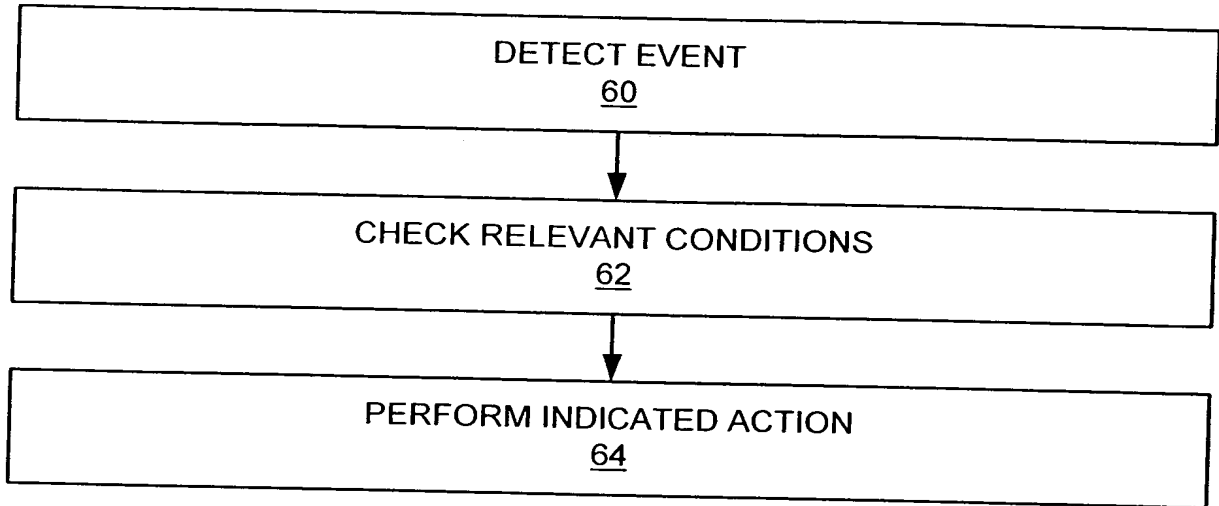


Fig. 6

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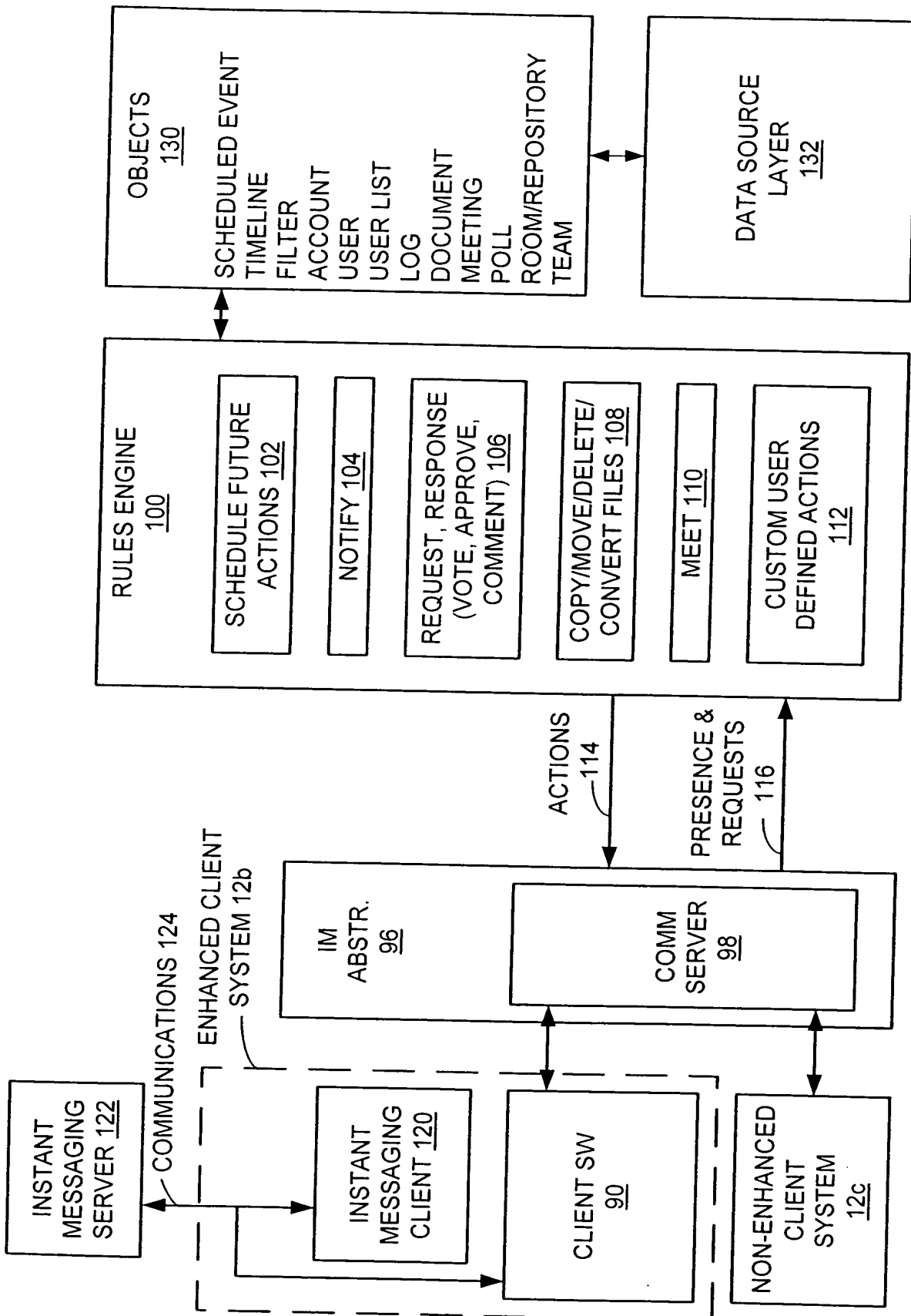


Fig. 7

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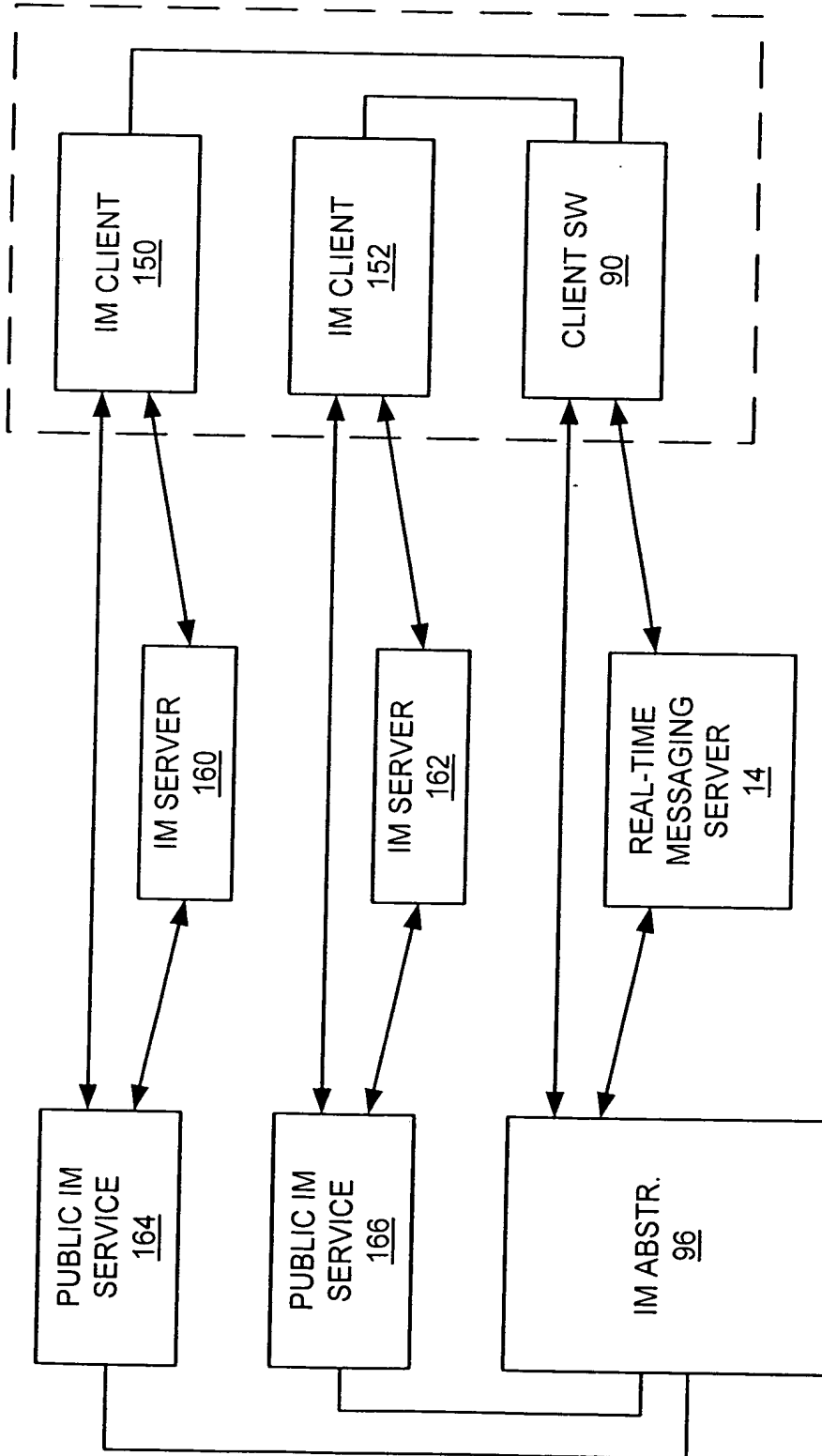


Fig. 8

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When (Events) <u>172</u>	If (Conditions) <u>174</u>	Then (Actions) <u>176</u>
Presence Changes user goes Online/Offline Explicit: Direct manipulation User Defined Implicit: In a meeting on the phone In-meeting events (e.g. presenting) Time Passes Specific Recurring Elapsed Time Inaction Invitation received To meet to join group/team System Condition occurs Trigger from 3rd party application	Presence Auto-detected User Defined Device Availability Camera Video PC Phone SMS PDA Bandwidth Capacity Contact preference Identity PID Lifeline -membership location Group Membership General selection by role/ rule	Notify (IM, E-mail, SMS) Meet Schedule Call Route Broadcast Contact Delegate Leave Message Transfer Thread Retract

Fig. 9

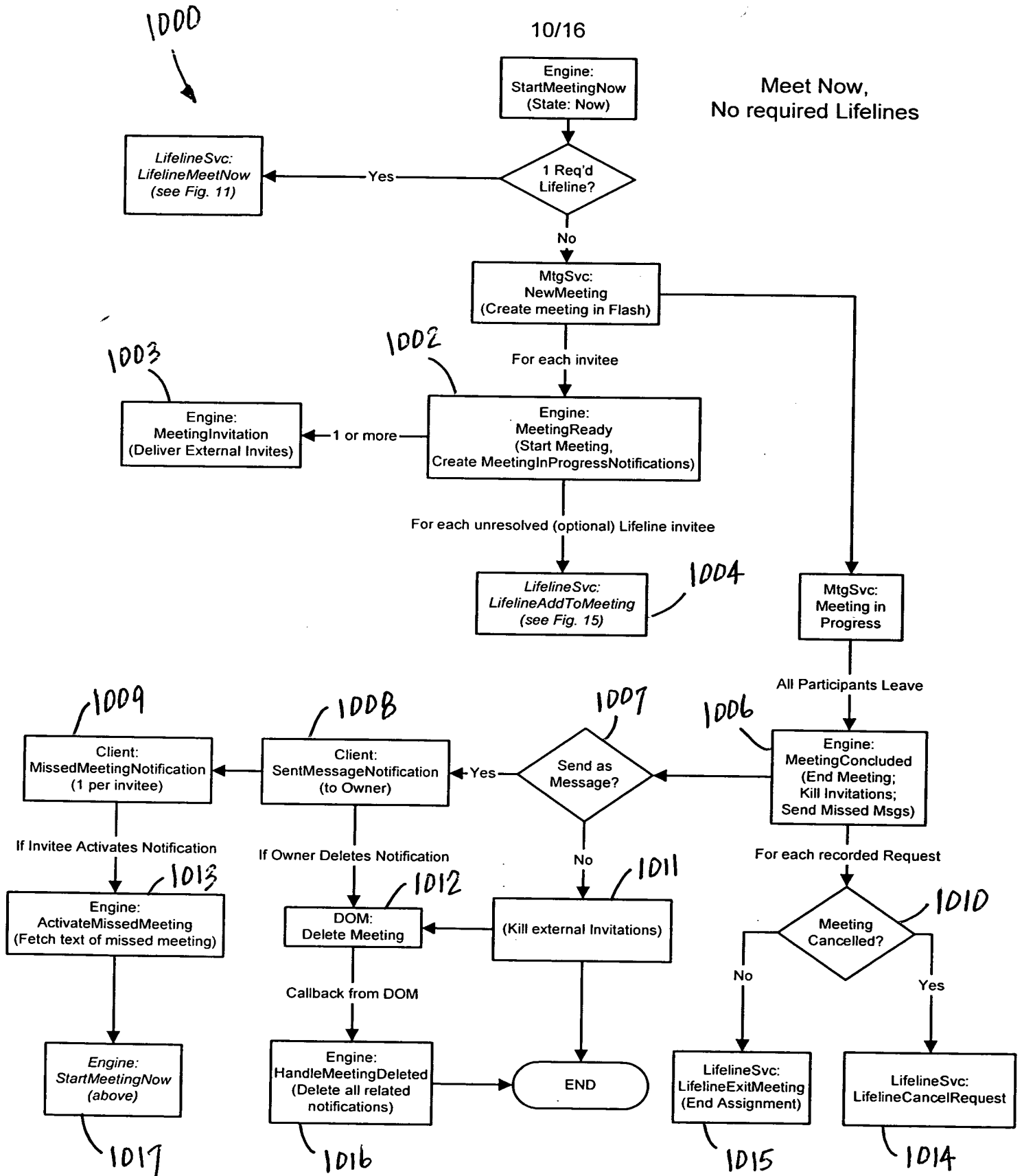


Fig. 10

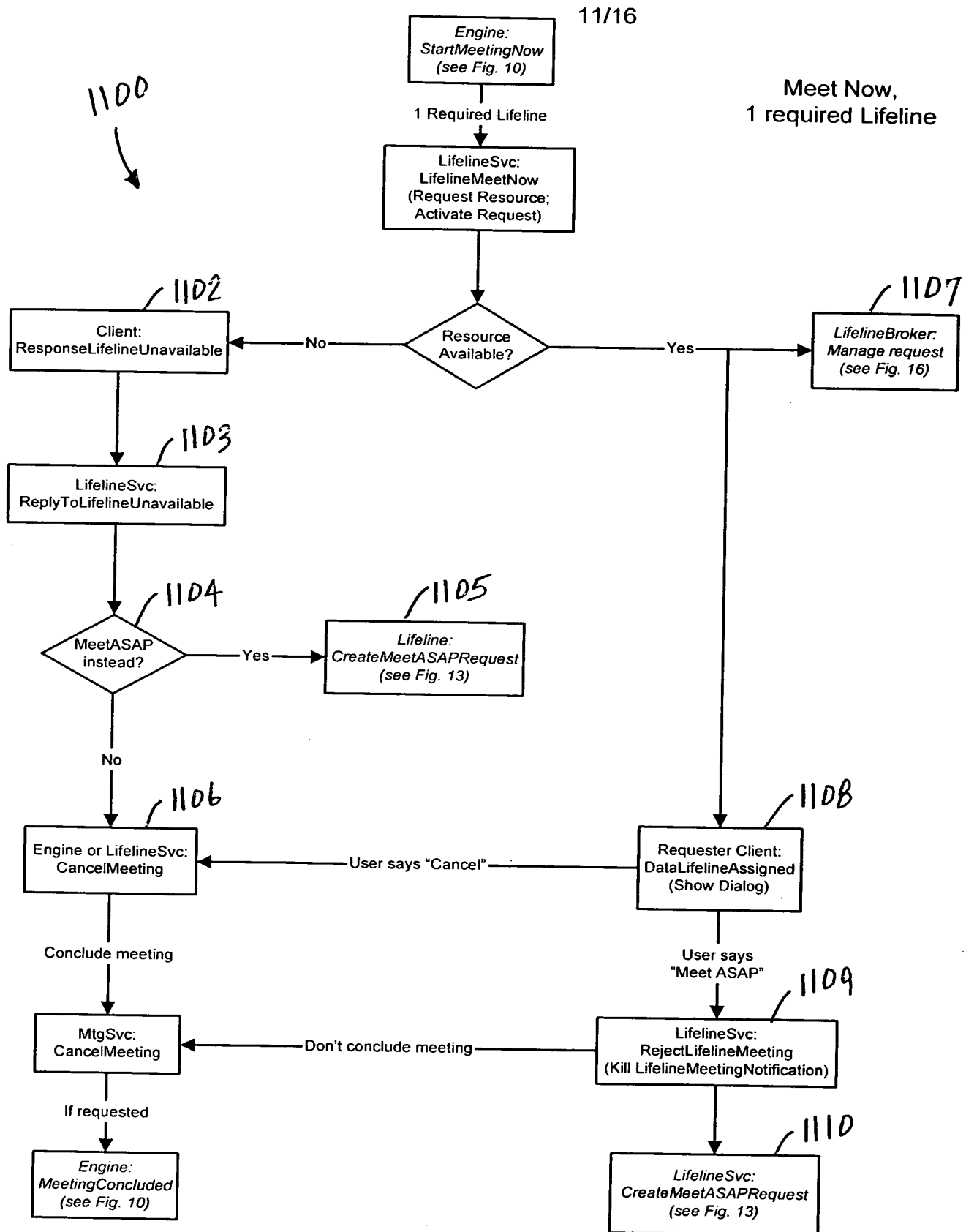
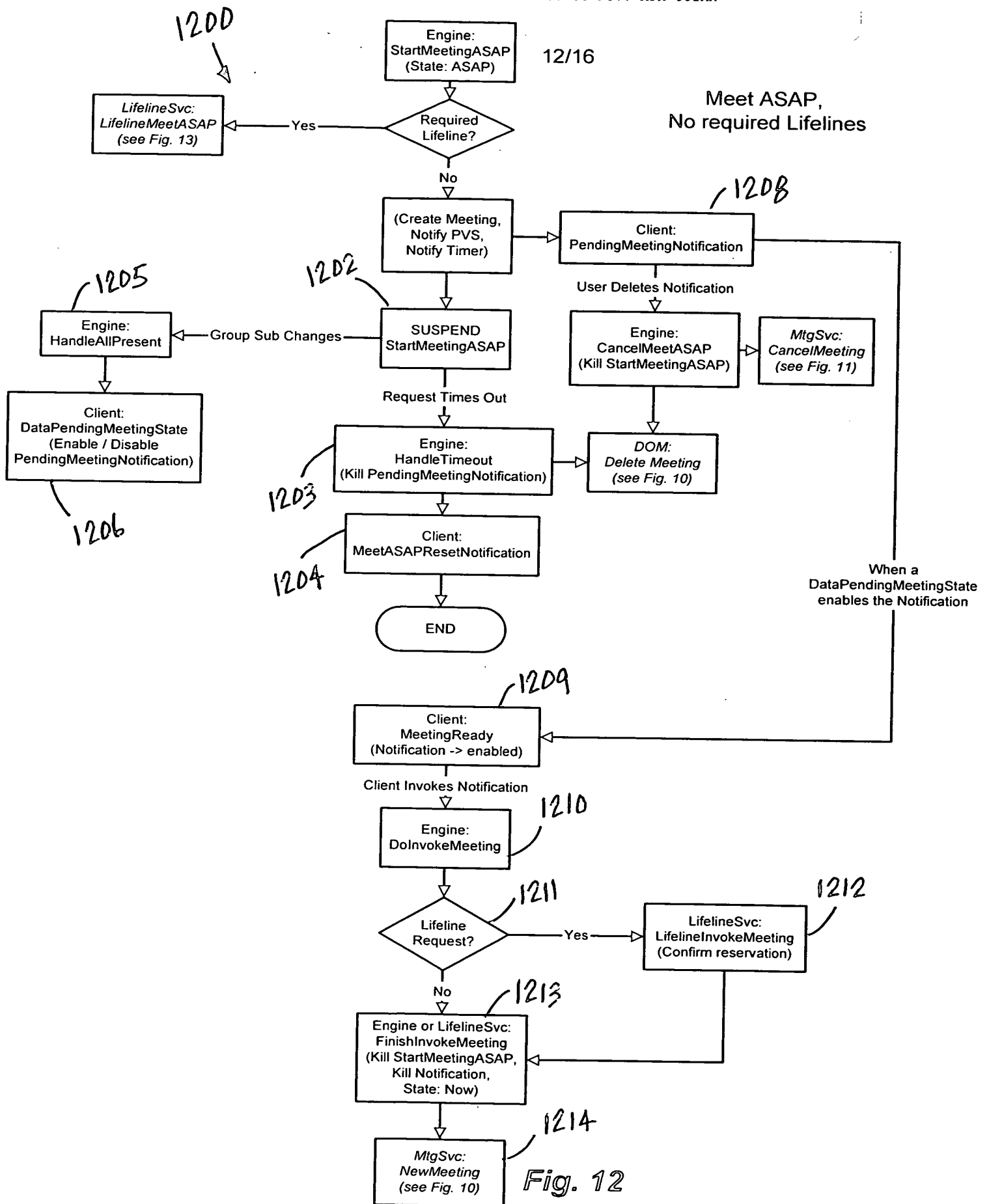


Fig. 11



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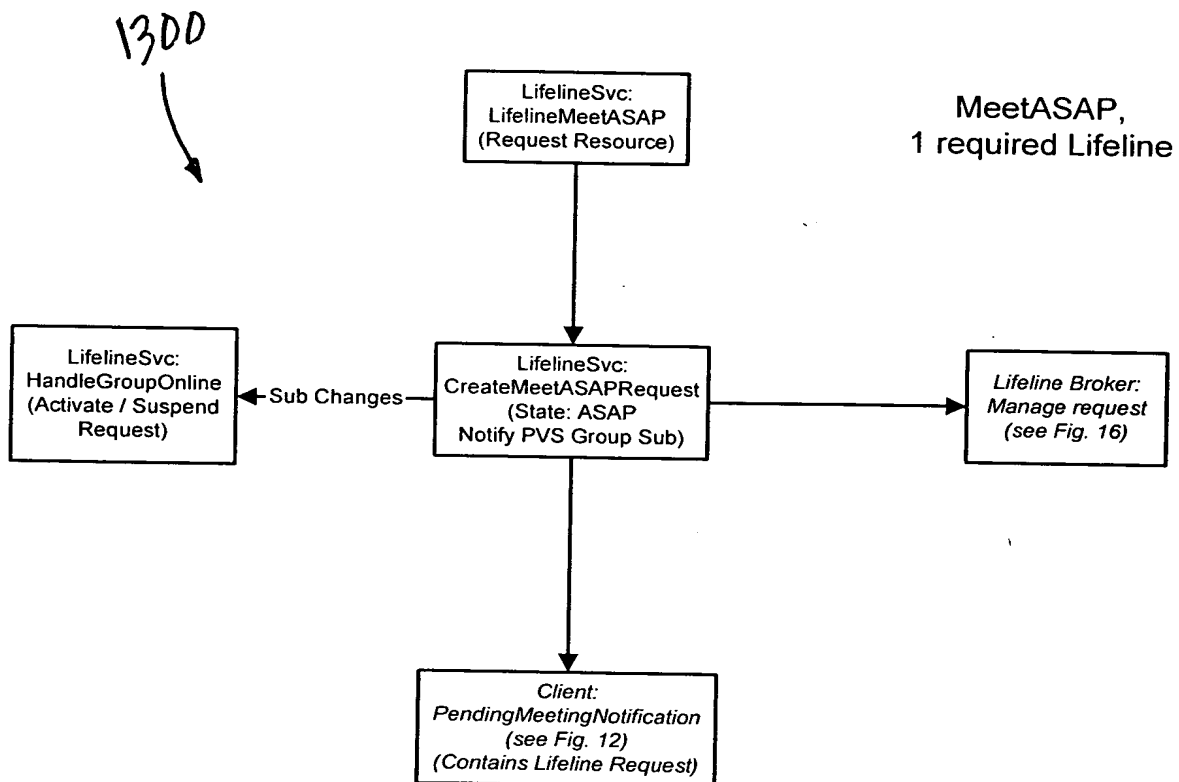


Fig. 13

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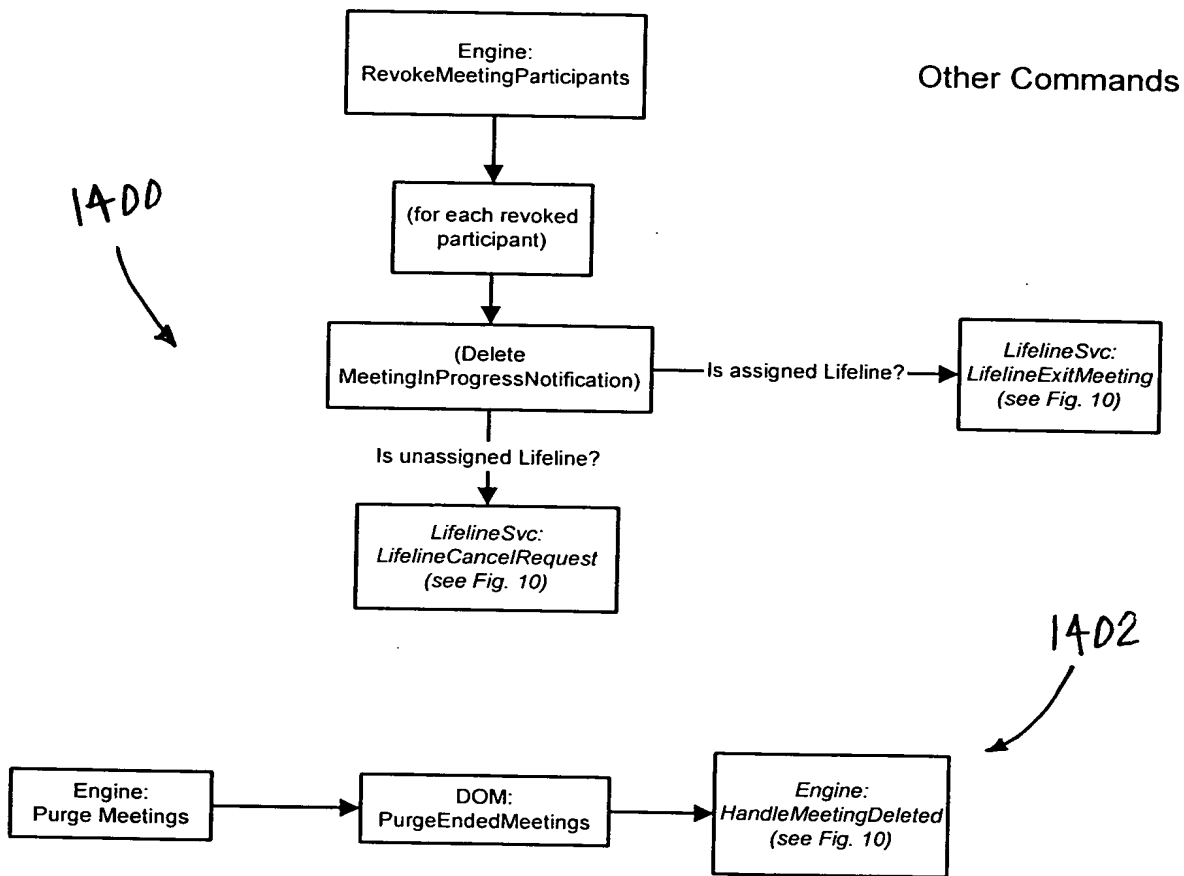


Fig. 14

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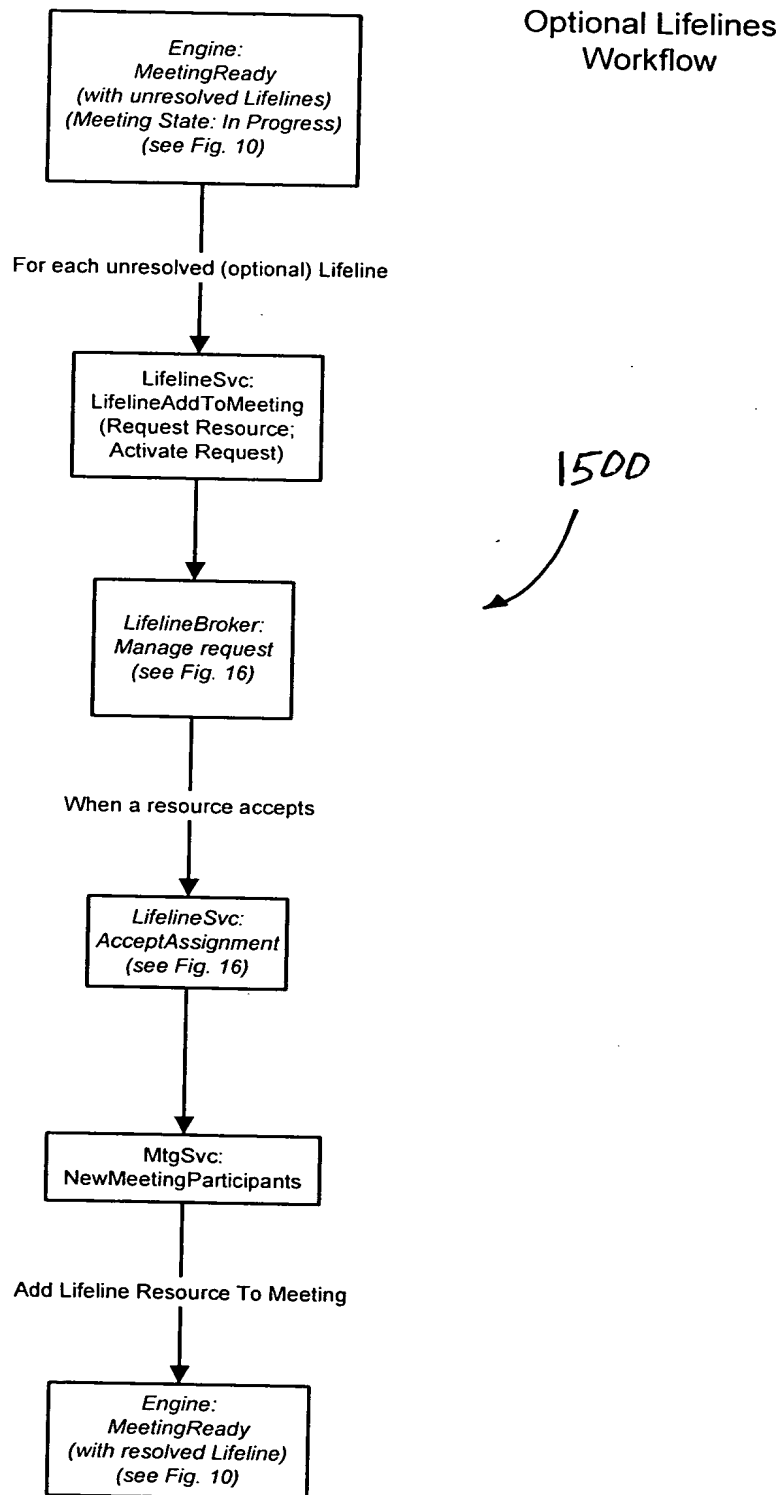


Fig. 15

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Asynchronous Lifeline Assignments

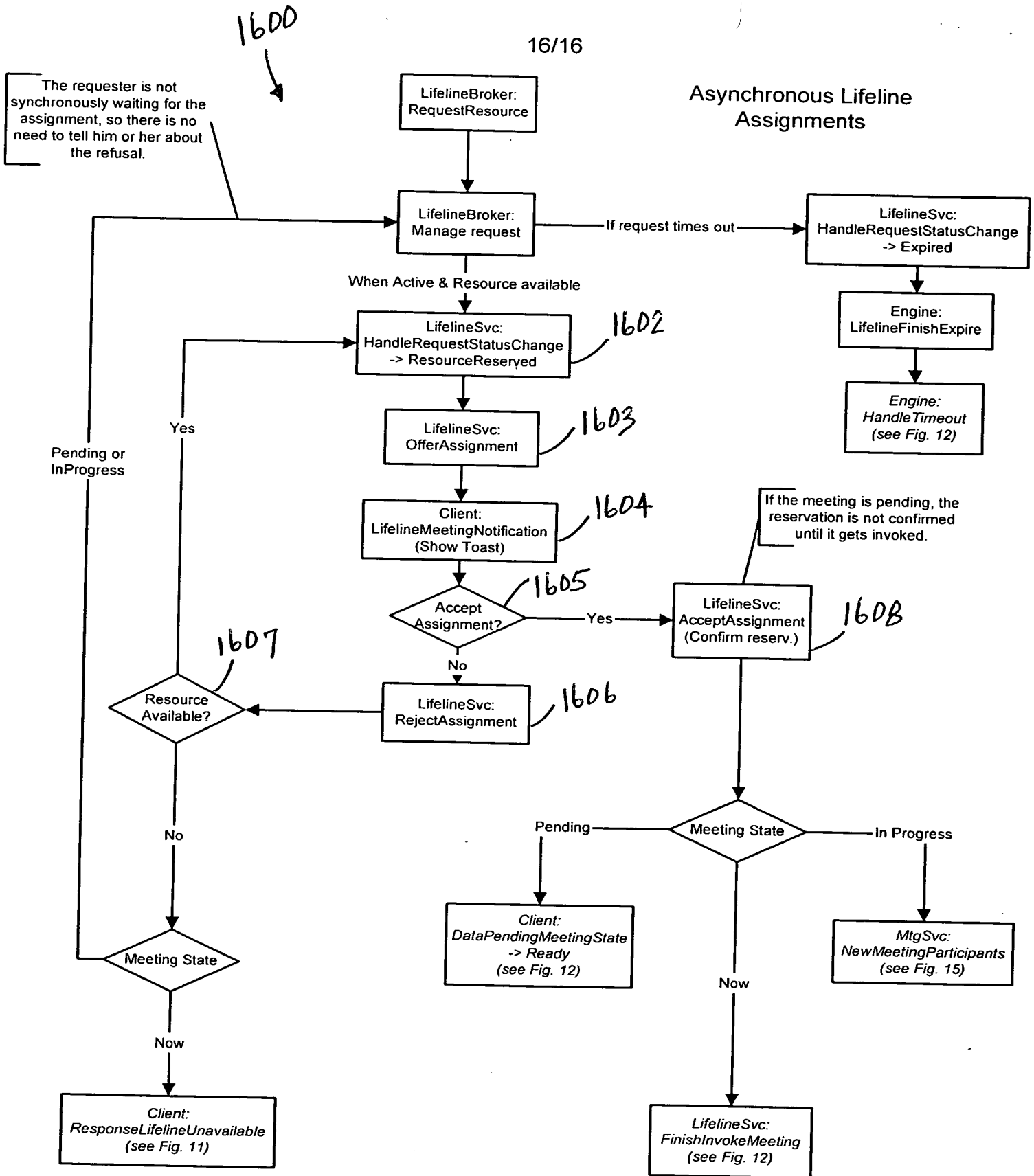


Fig. 16